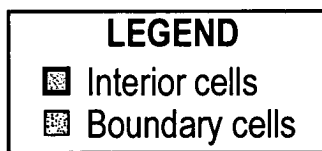
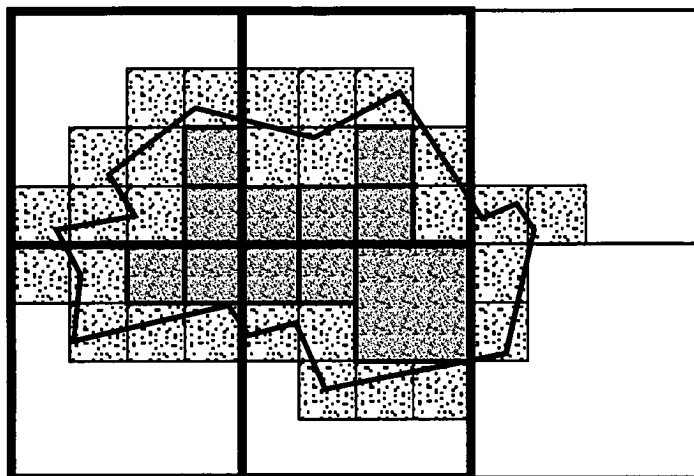
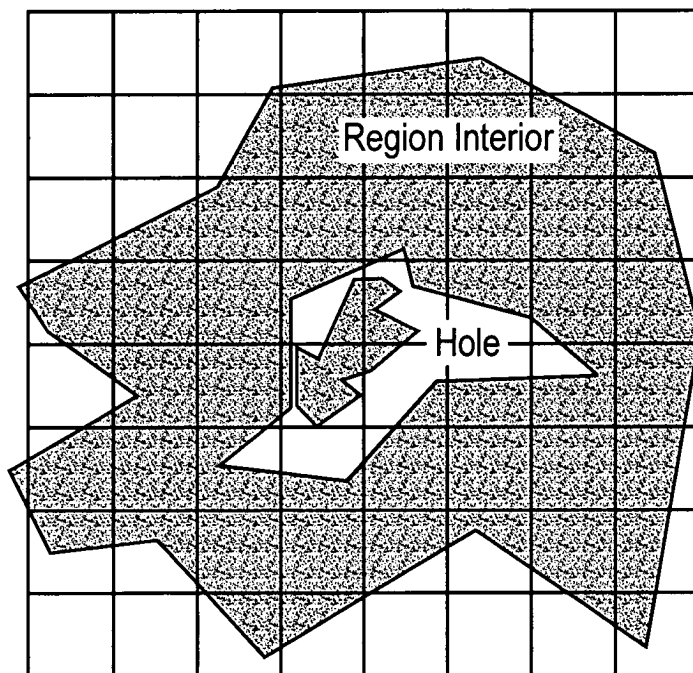




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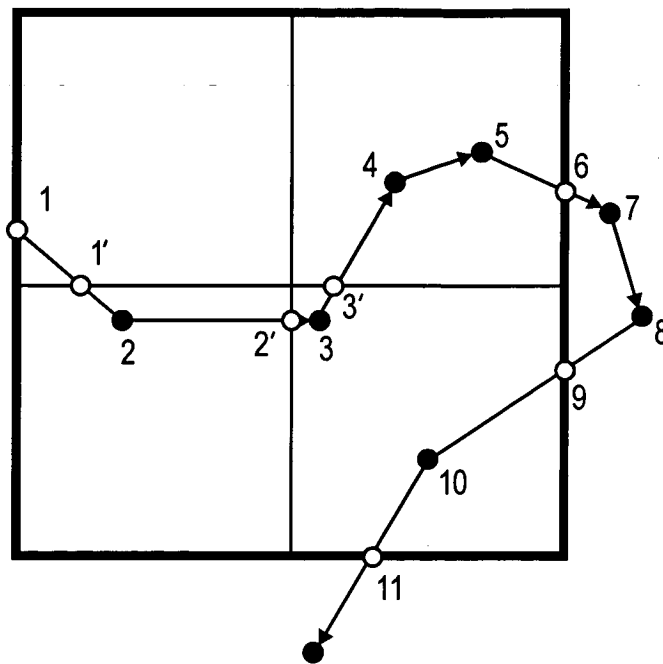
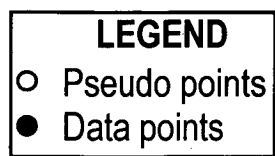
**FIG. 1**  
**( PRIOR ART )**



**FIG. 2**  
**( PRIOR ART )**

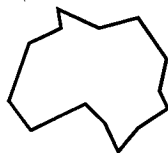


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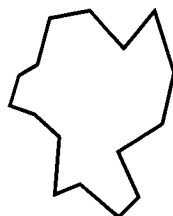
**FIG. 3**

Region 1



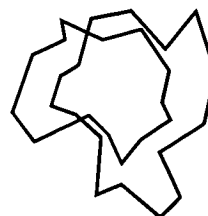
(a)

Region 2

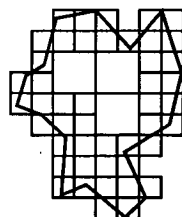


(b)

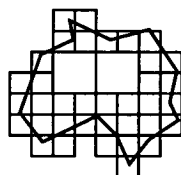
Region 1 and 2



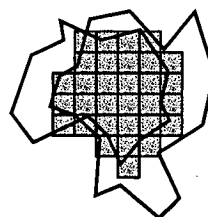
(c)



(d)

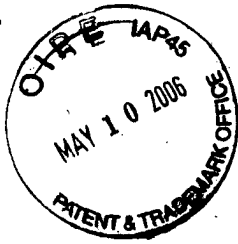


(e)

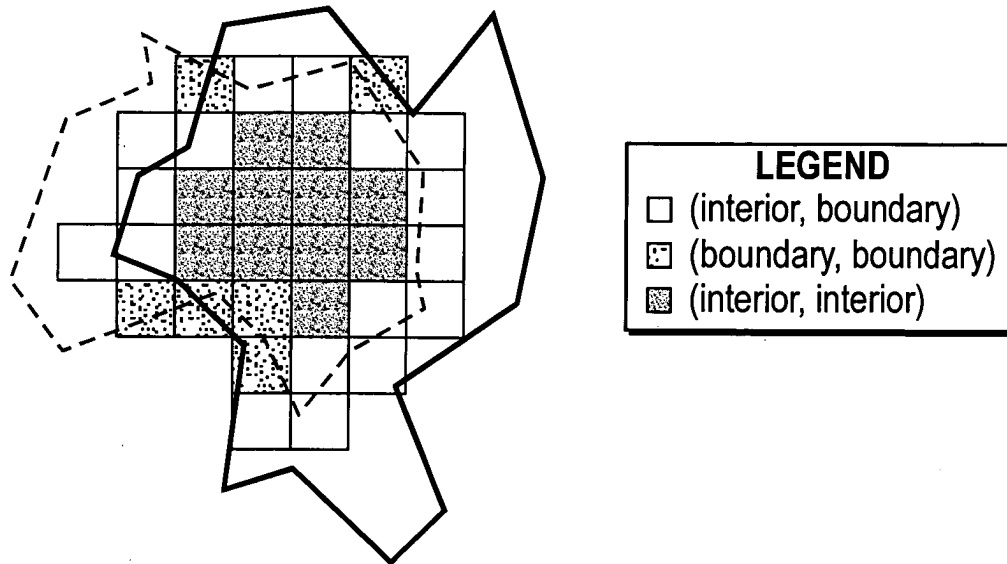


(f)

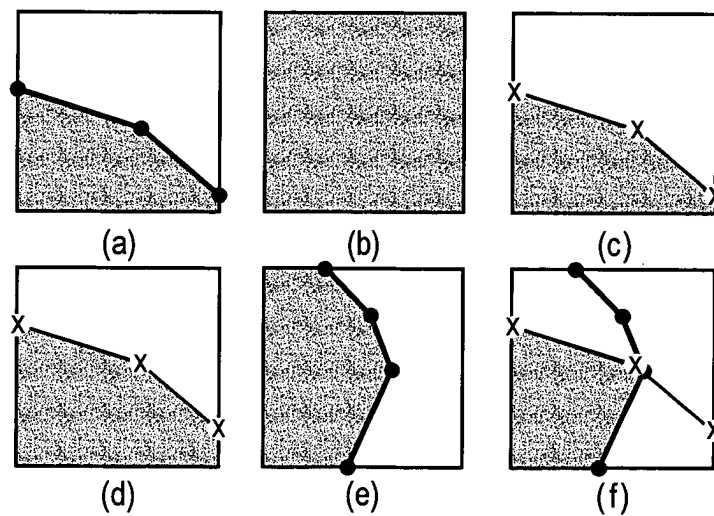
**FIG. 4**  
(PRIOR ART)



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**FIG. 5**  
(PRIOR ART)



**FIG. 7**  
(PRIOR ART)



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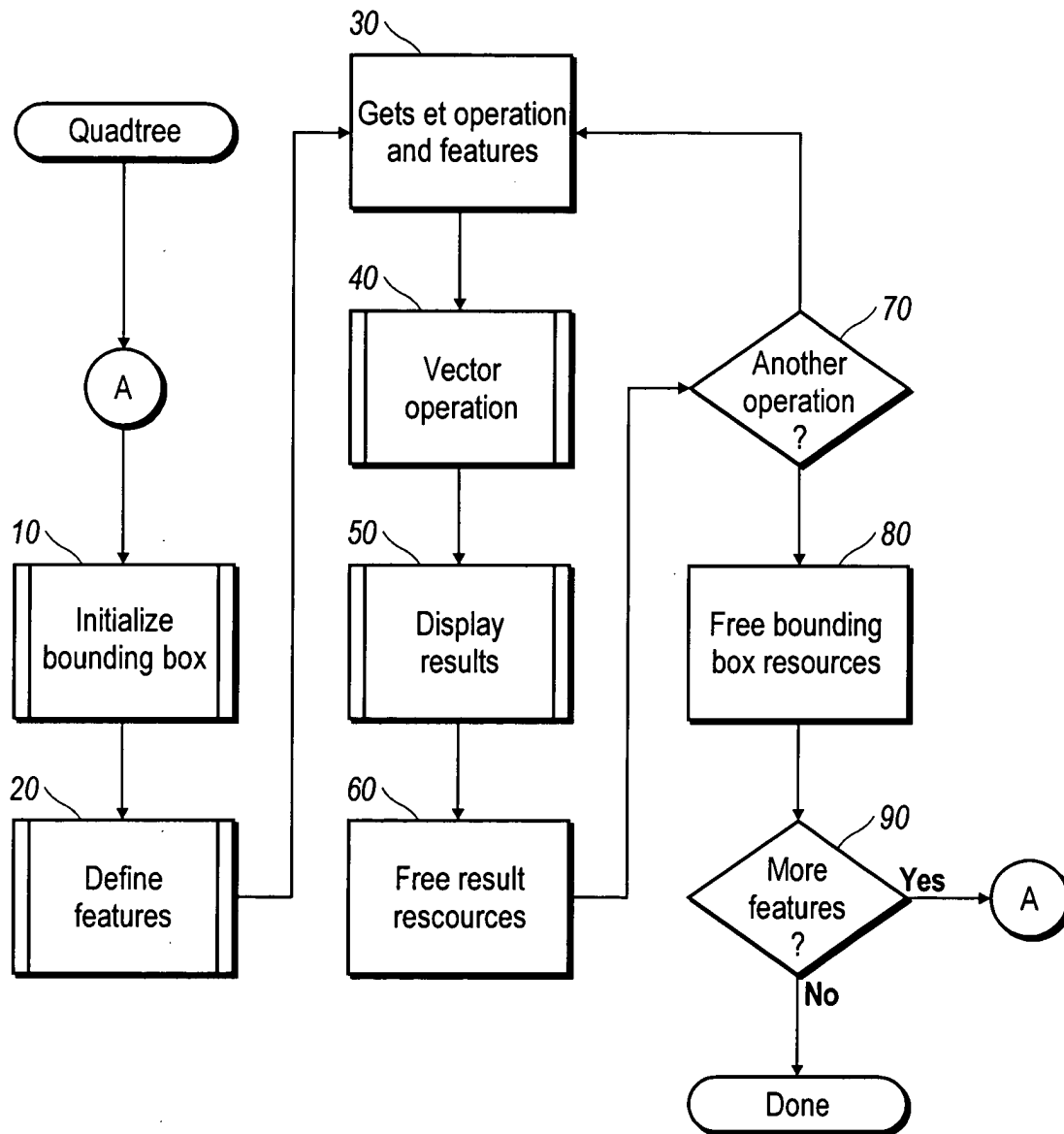
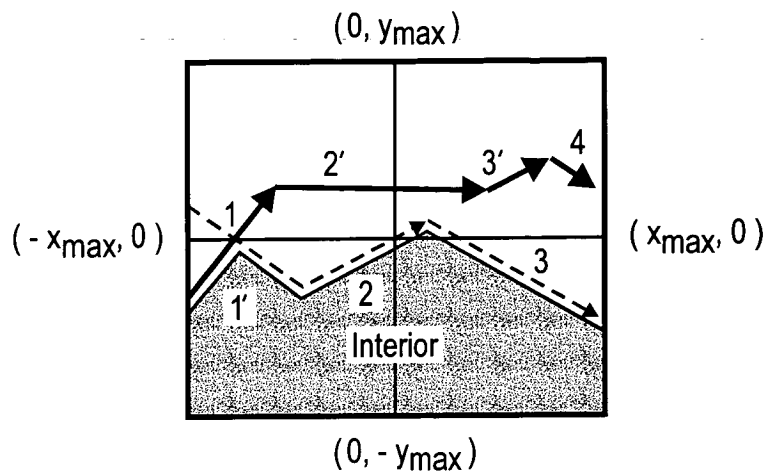
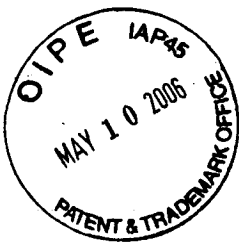


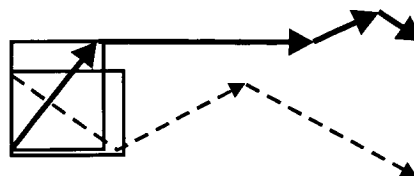
FIG. 6

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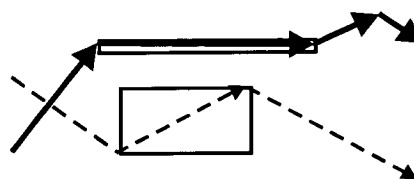
### Line segment intersection cases

The two bounding boxes associated with the first two tuple-pairs from both features intersects as shown to the right



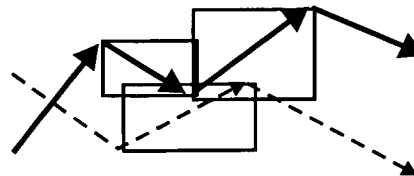
Case 1

The bounding boxes associated with the second set of tuple-pairs do not intersect



Case 2

In the case to the right, two black line segments must be elevated for intersection with a single dashed line segment



Case 3

FIG. 8



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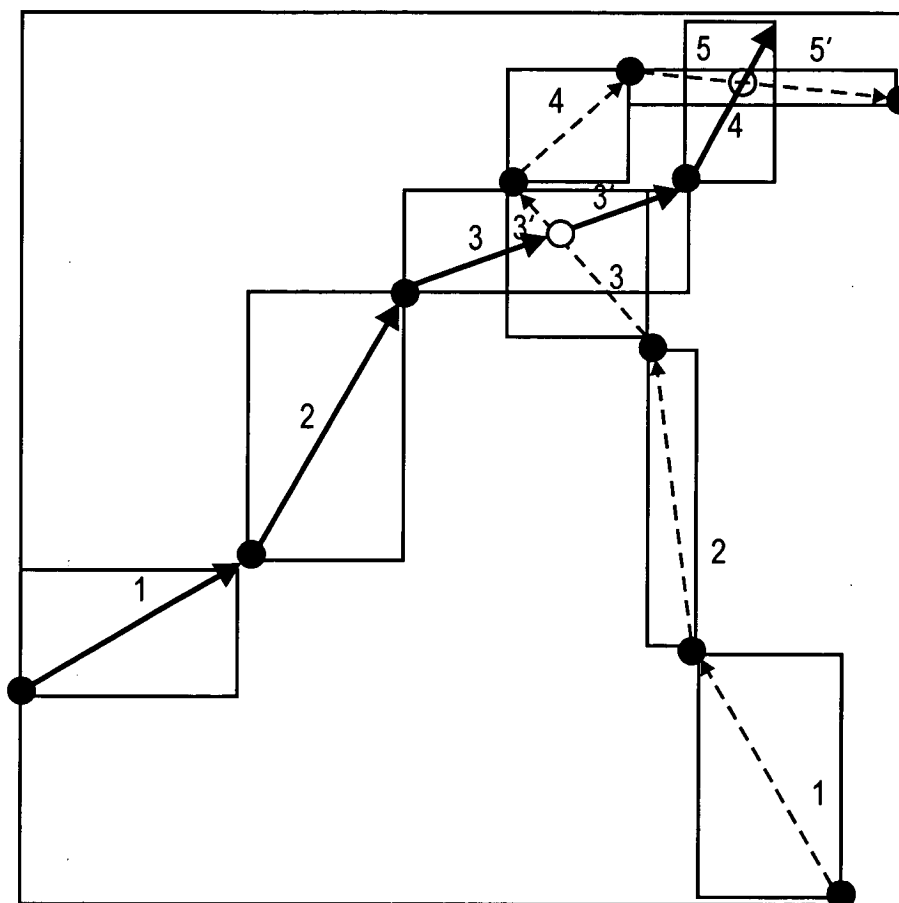


FIG. 9



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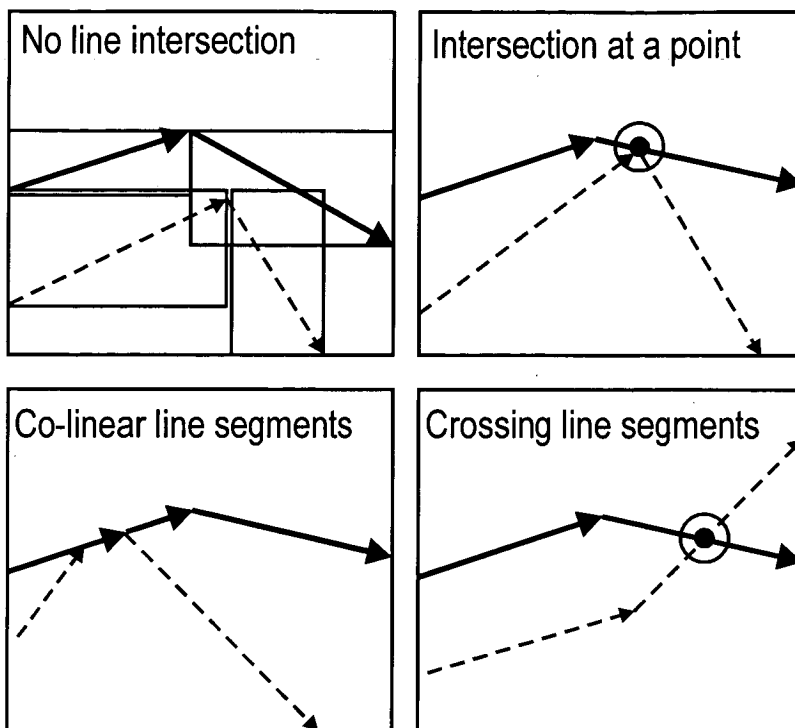


FIG. 10

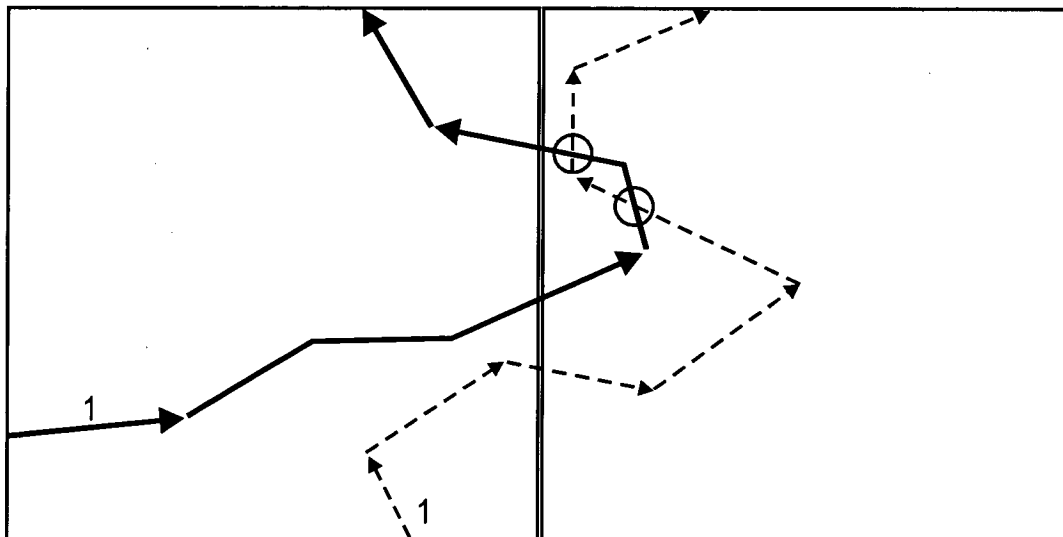


FIG. 11



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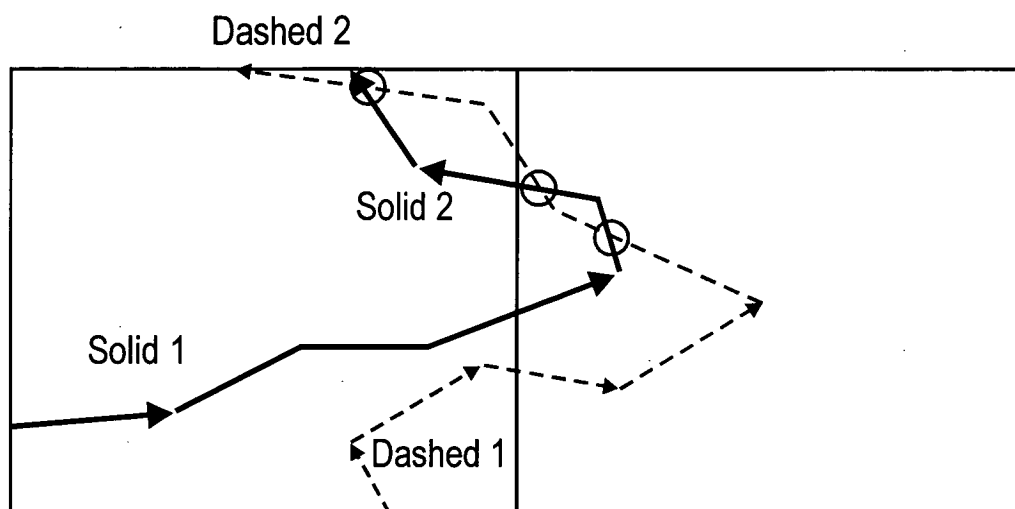


FIG. 12

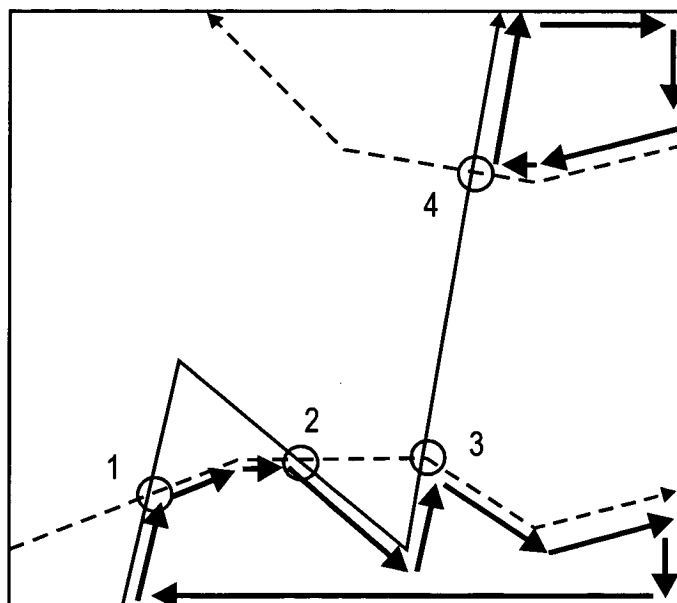


FIG. 13





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Possible cell entrance/exit point combinations

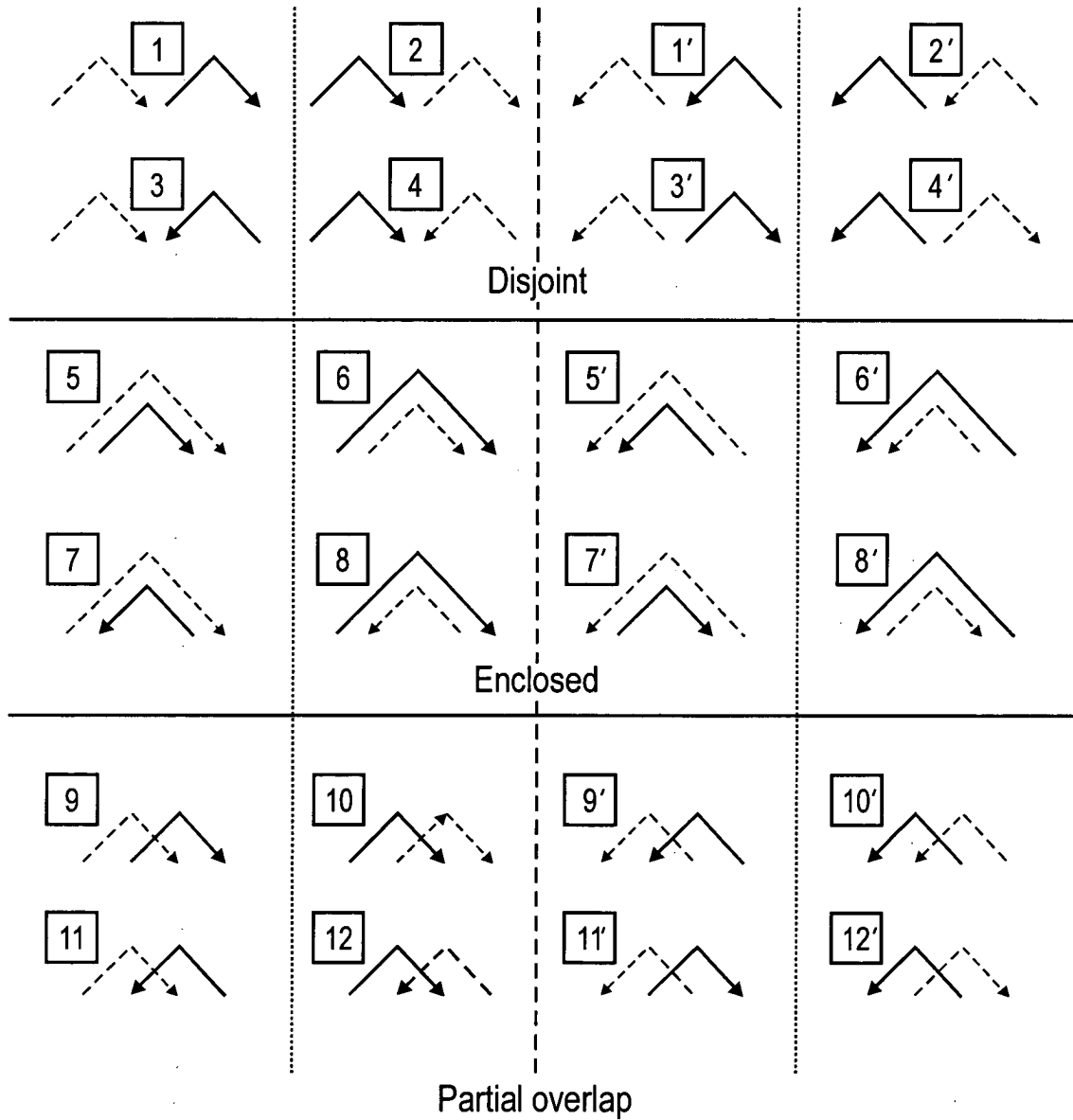


FIG.14



# REPLACEMENT DRAWINGS - 10 of 19

Application No.: 09/659,948

Filing Date: 09/12/2000

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Entry/Exit Relationship	Class	Begin point for first cycle (inside is " to the right ") <b>Intersection</b>	Begin point for first cycle (inside is " to the right ") <b>Union</b>	Begin point for first cycle (inside is " to the left ") <b>Intersection</b>	Begin point for first cycle (inside is " to the left ") <b>Union</b>
$D_E D_X S_E S_X$	I	First intersection point of solid or dashed feature (Null if no intersect points)	Pseudo points ( $S_E$ and $D_E$ )	Pseudo points ( $S_E$ and $D_E$ )	First intersection point of solid or dashed feature (Full cell if no intersect points)
$D_E S_X S_E D_X$	II	Pseudo points ( $S_E$ and $D_E$ )	First intersection point of solid or dashed feature (Full cell if no intersect points)	First intersection point of solid or dashed feature (Null if no intersect points)	Pseudo points ( $S_E$ and $D_E$ )
$D_E S_E S_X D_X$	III	Pseudo point $S_E$	Pseudo point $D_E$	Pseudo point $D_E$	Pseudo point $S_E$
$D_E S_E D_X S_X$	VI	Pseudo point $S_E$	Pseudo point $D_E$	Pseudo point $D_E$	Pseudo point $S_E$
$D_E D_X S_X S_E$	IV	Pseudo point $D_E$	Pseudo point $S_E$	Pseudo point $S_E$	Pseudo point $D_E$
$D_E S_X D_X S_E$	V	Pseudo point $D_E$	Pseudo point $S_E$	Pseudo point $S_E$	Pseudo point $D_E$

## Application of table:

Follow specified boundary entrance feature, accumulating intersection and/or union cycles until all polyline intersection point tuples in the cell have been exhausted.

Cycles alternate systematically along the specified entrance feature between contributions to intersection and union.

Cycles are completed when they close on themselves. The implicit boundary-closing segments of a boundary-closing cycle are not actually represented in the general product.

## Comments:

As is apparent from the above formulation, intersection and union are effectively dual operations. The set operation generation procedure is similar regardless of the ordering convention of the polygon tuples (clockwise or counter-clockwise oriented), reflected in the symmetry observed within the above table.

Note that the classes are grouped into pairs. Classes I and II involve inverse operations;

Classes III and VI employ identical generation operations, as do Classes IV and V.

FIG.15



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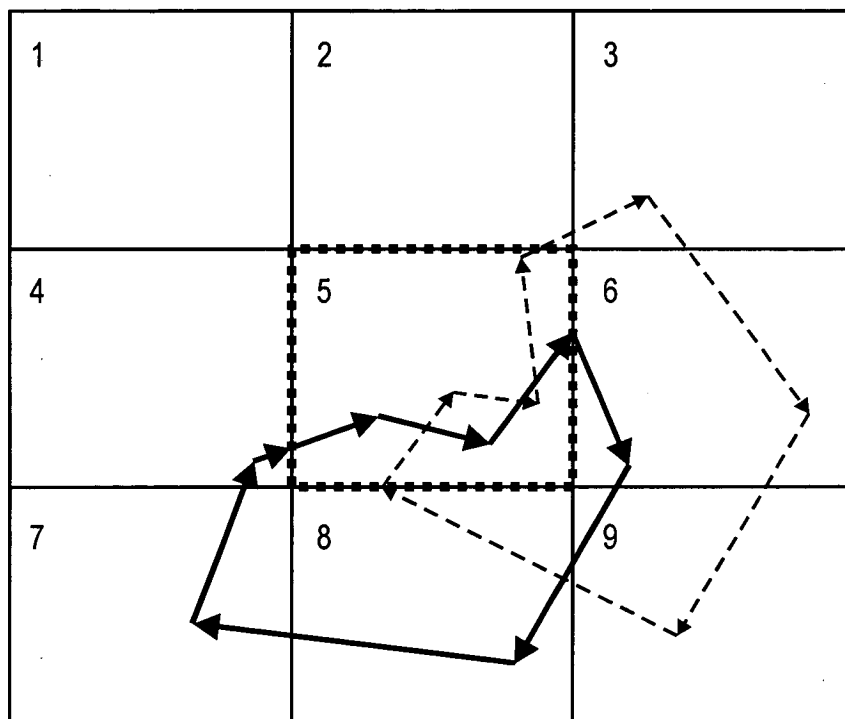


FIG. 16



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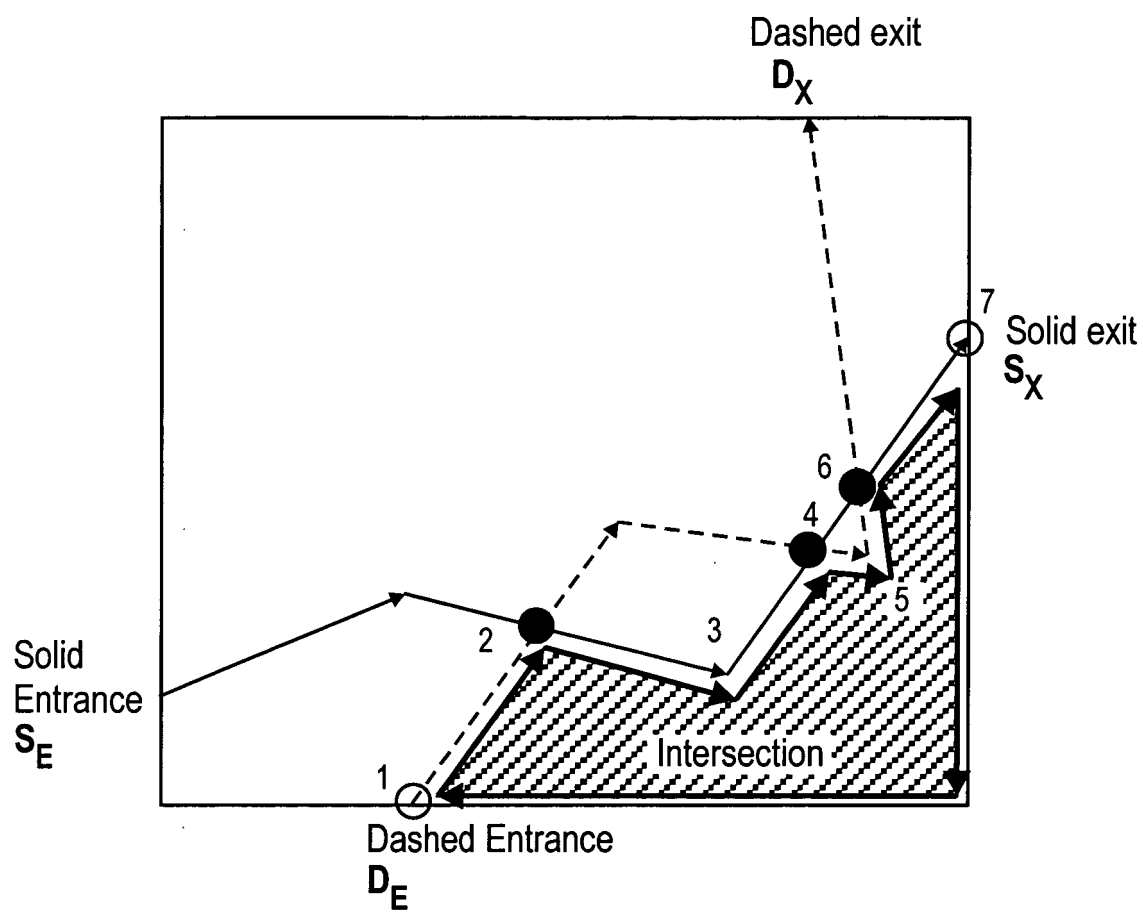
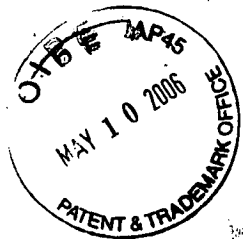


FIG. 17



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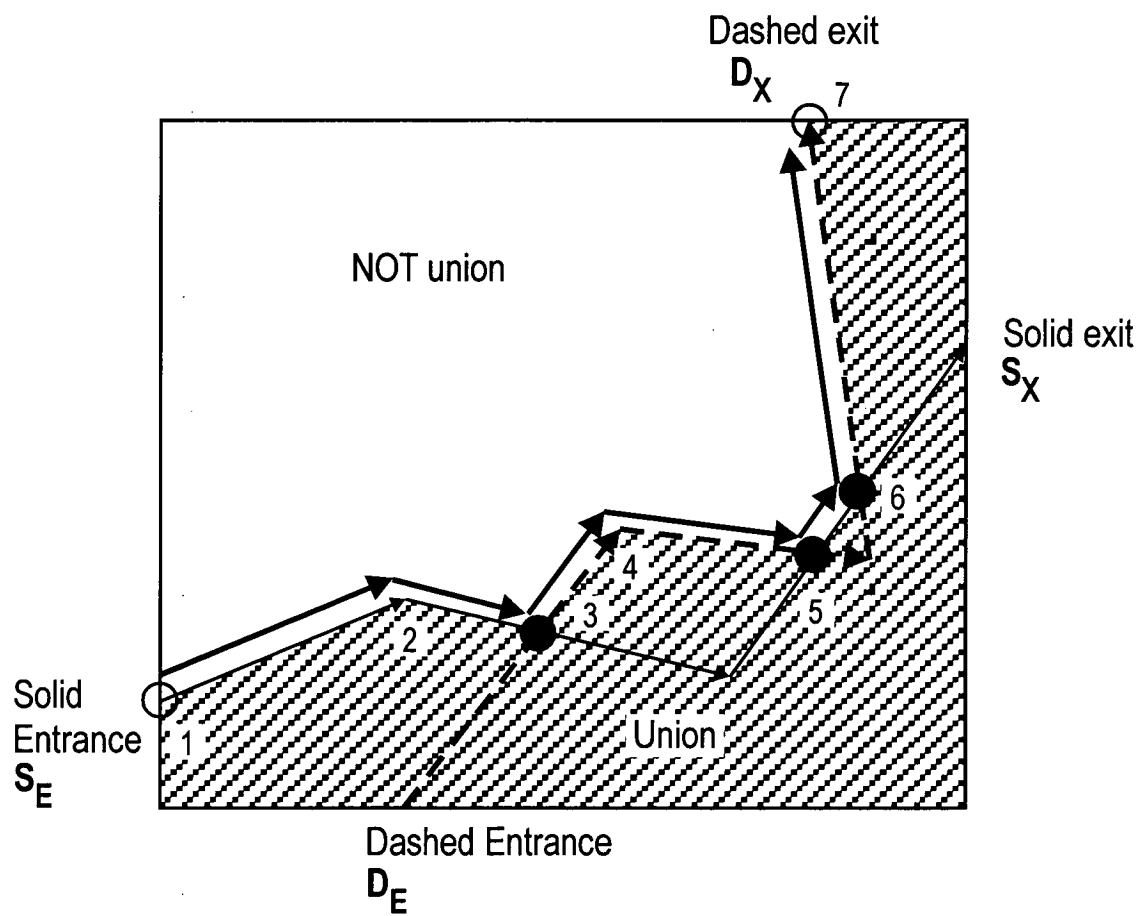
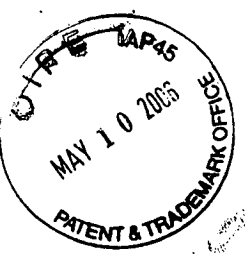


FIG. 18



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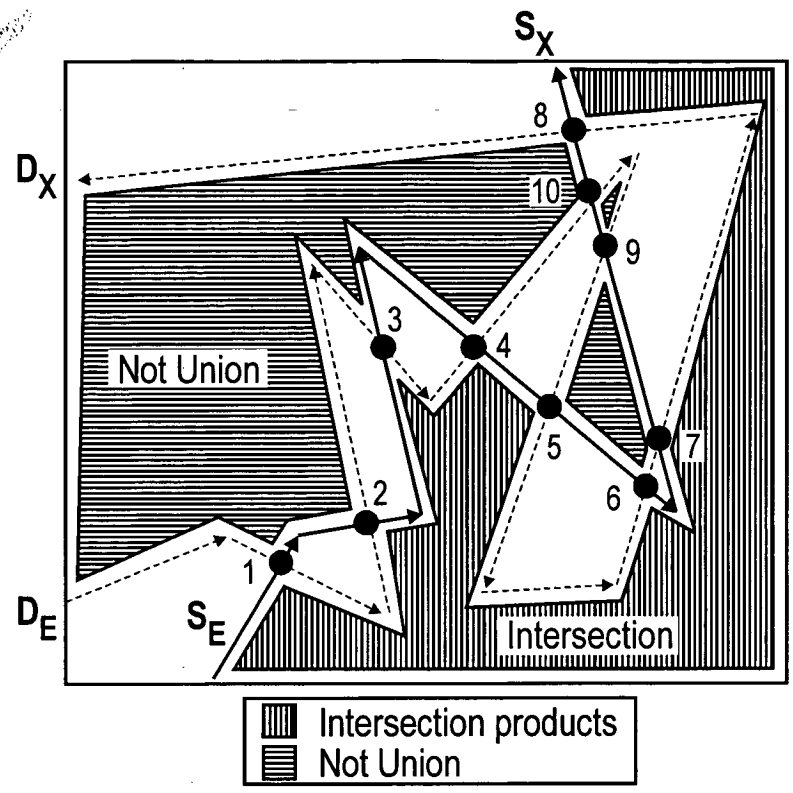
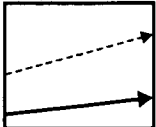
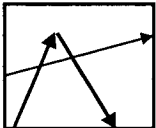


FIG. 19

Class III :  
 $D_S S_D$   
 $E_E X_X$   
# intersections = even



# intersections = 0  
# intersection cycles = 1  
# union cycles = 1



# intersections = 2  
# intersection cycles = 1  
# union cycles = 1

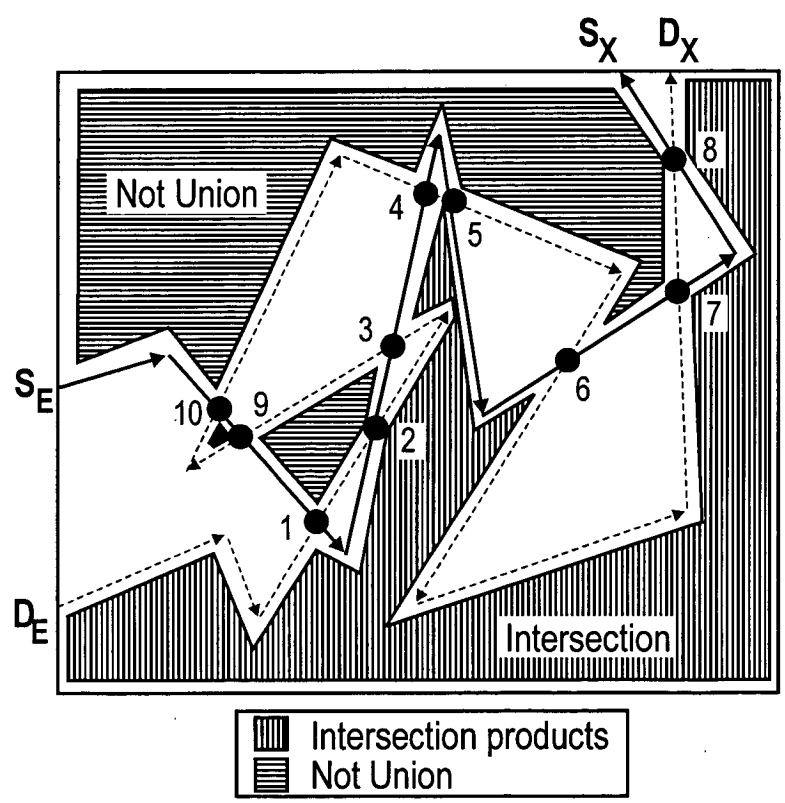
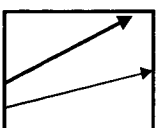
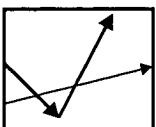


FIG. 20

Class IV :  
 $D_D S_S$   
 $E_X X_E$   
# intersections = even



# intersections = 0  
# intersection cycles = 1  
# union cycles = 1



# intersections = 2  
# intersection cycles = 1  
# union cycles = 1



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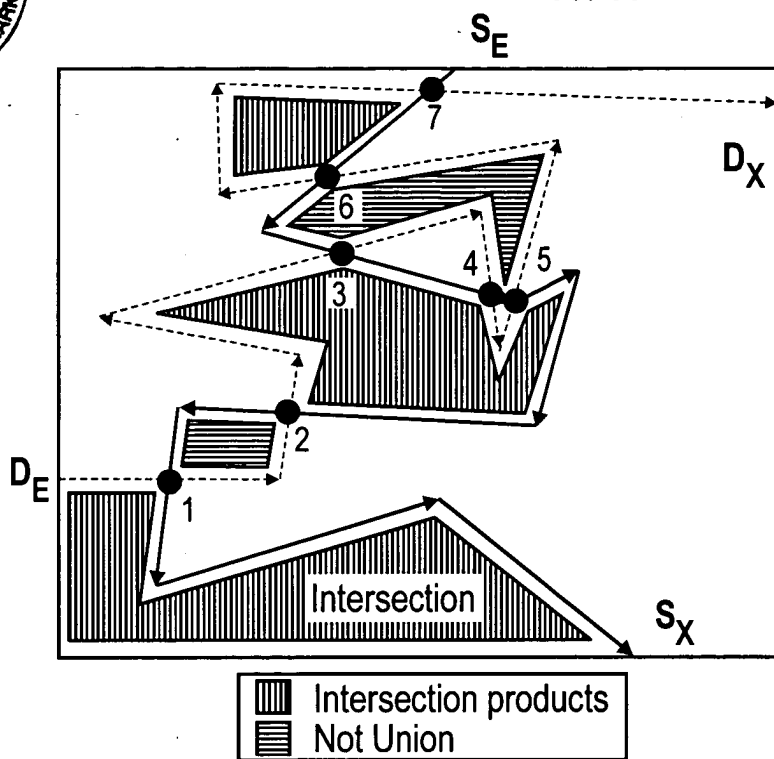


FIG. 2 1

Class V:  
 $D_E S_X D_X S_E$   
 $D_E X X E$   
 # intersections = odd

# intersections = 1  
 # intersection cycles = 1  
 # union cycles = 1

# intersections = 3  
 # intersection cycles = 2  
 # union cycles = 2

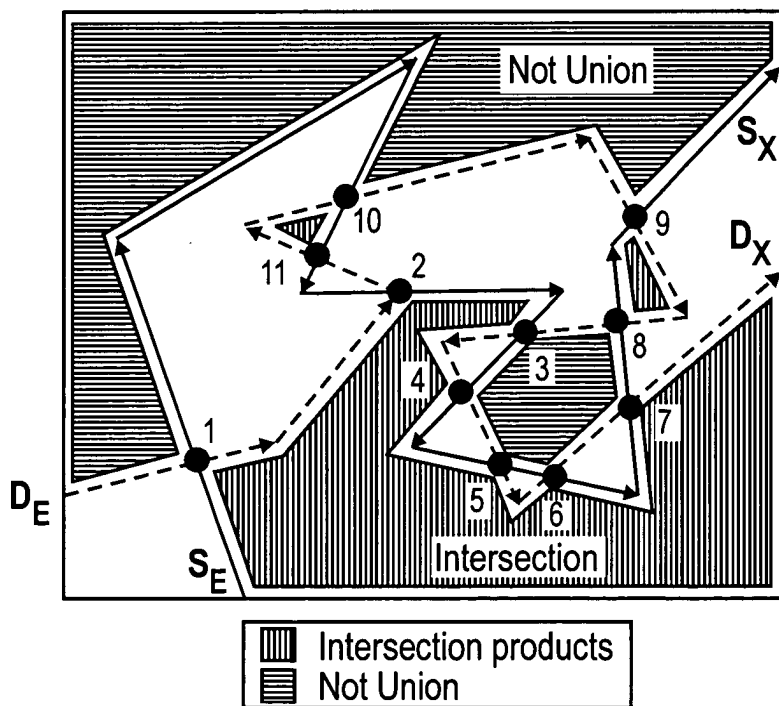


FIG. 2 2

Class VI:  
 $D_E S_X D_X S_E$   
 $D_E X X E$   
 # intersections = odd

# intersections = 0  
 # intersection cycles = 1  
 # union cycles = 1 (or 2)

# intersections = 3  
 # intersection cycles = 2  
 # union cycles = 2



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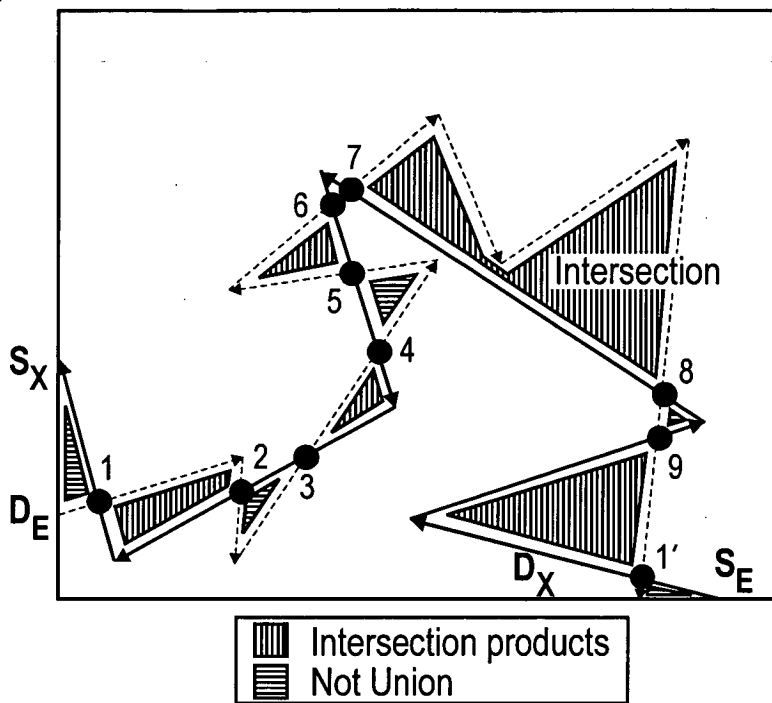
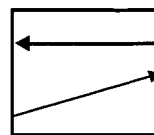


FIG. 2.3

Class I:

$D_E D_X S_X S_E$   
 $E_X X E_X$

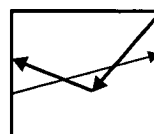
# intersections = even



# intersections = 0

# intersection cycles = 0

# union cycles = 1



# intersections = 2

# intersection cycles = 1

# union cycles = 2

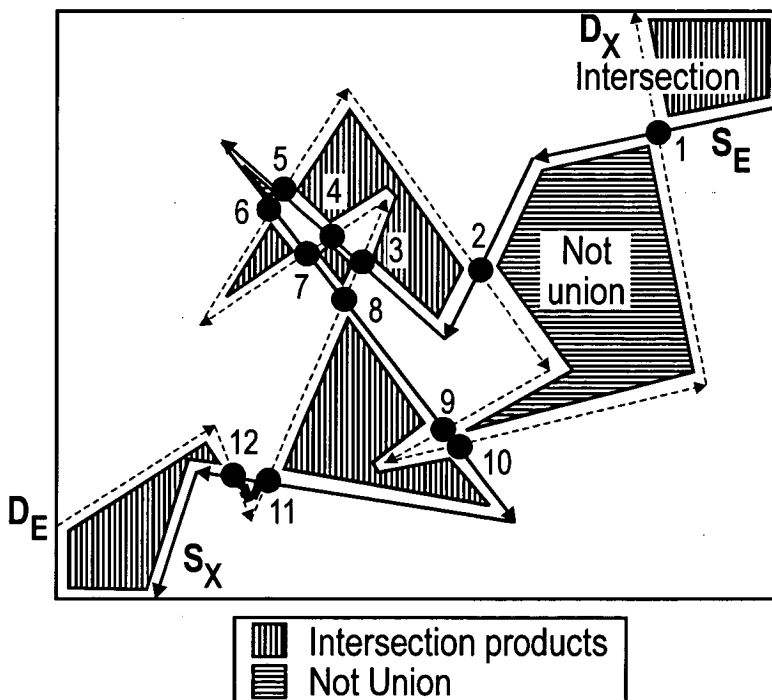
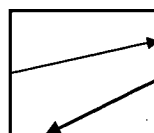


FIG. 2.4

Class II:

$D_E S_X S_E D_X$   
 $E_X X E_X$

# intersections = even

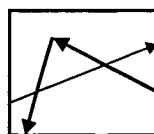


# intersections = 0

# intersection cycles = 1

# union cycles =

all cell within



# intersections = 2

# intersection cycles = 2

# union cycles = 1





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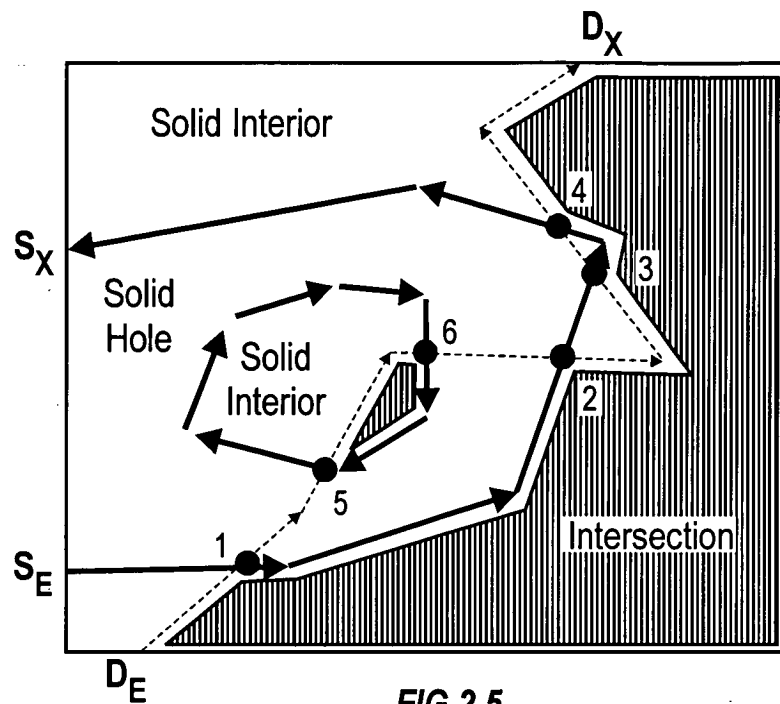


FIG. 2 5

Class IV:  
 $D_E D_X S_X S_E$   
 $E X X E$

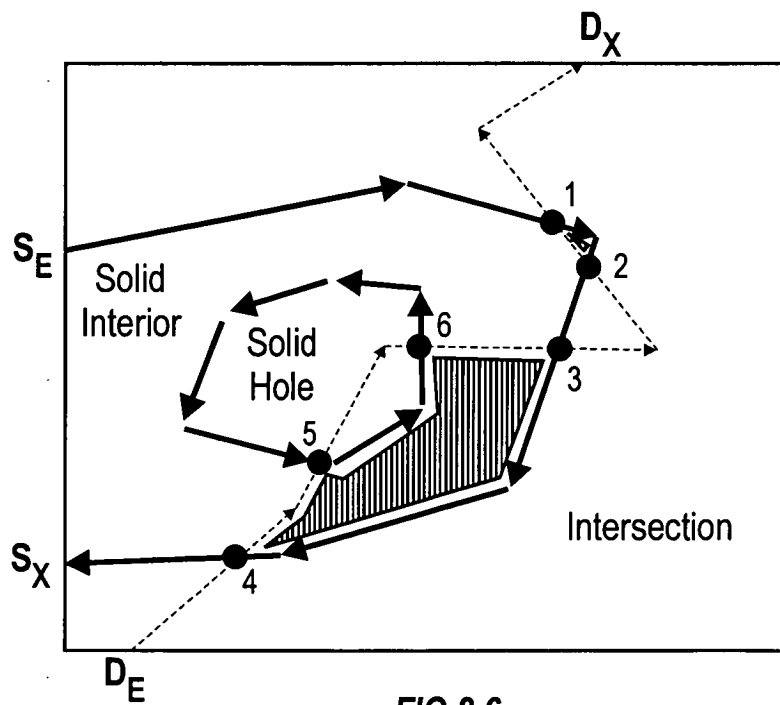


FIG. 2 6

Class I:  
 $D_E D_X S_X S_E$   
 $E X X E$

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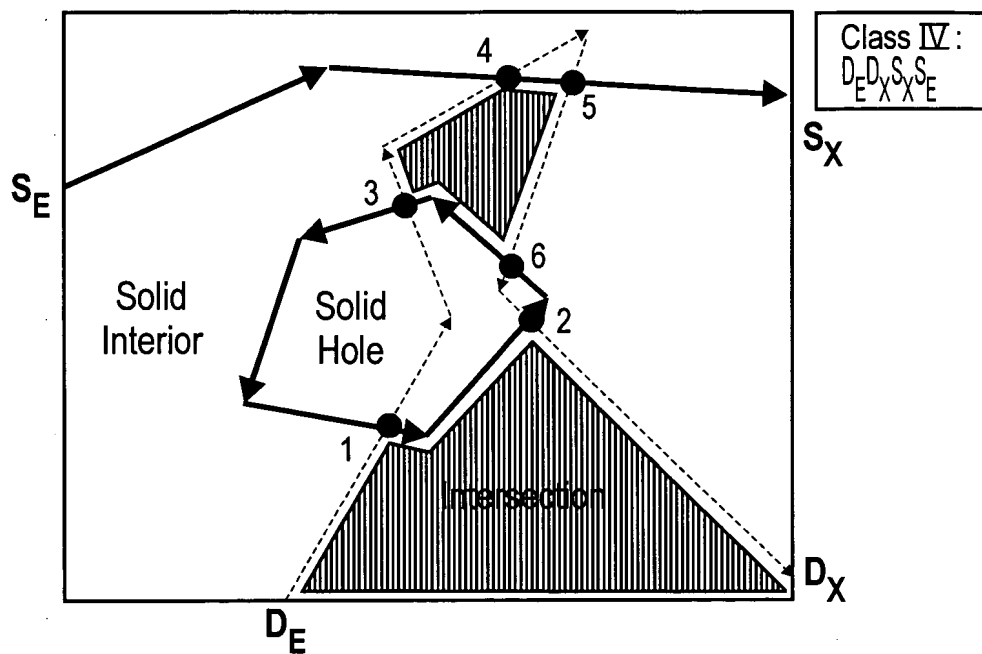
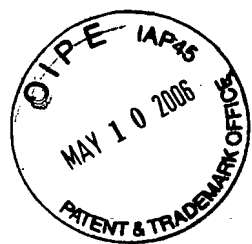


FIG. 27

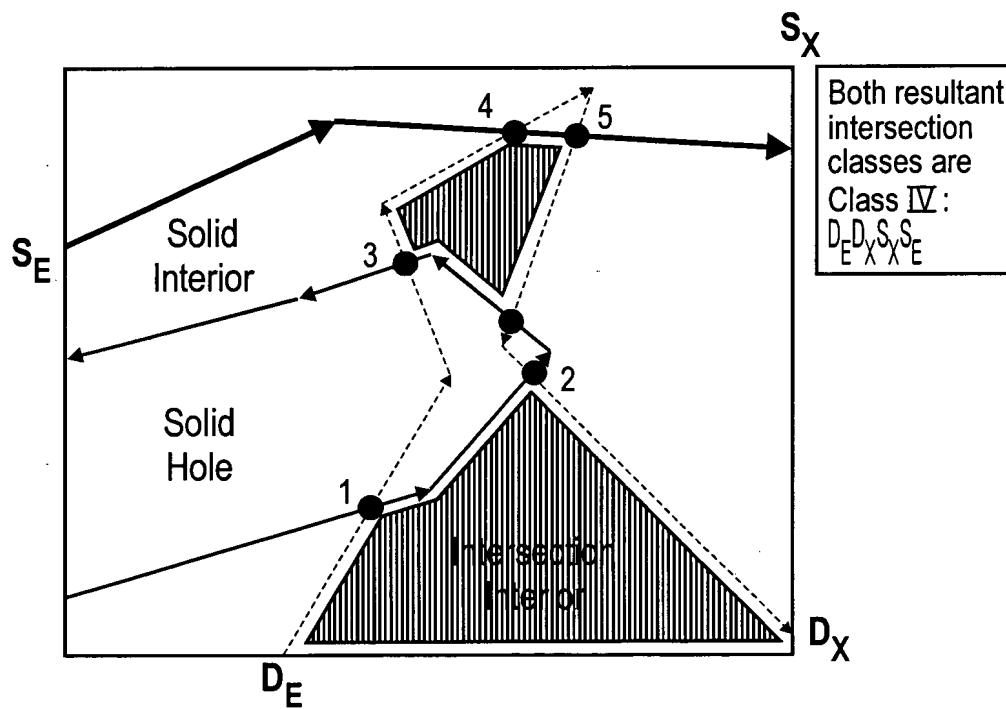


FIG. 28



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Entry/Exit Relationship	Class	Total # of Intersection tuples within cells	Entry/exit relationship adjacent/ alternating	Special cases # Intersect points	Total Intersect Cycles (to the right)	Total # of NOT union cycles (to the right)	Total Intersect Cycles (to the left)	Total # of NOT union cycles (to the left)
$D_E D_X S_X S_X$	I	even	Adjacent	0 2	0 1	2 2	1 1	Full cell 2
$D_E S_X S_X D_X$	II	even	Adjacent	0 2	1 2	Full cell 1	0 2	2 1
$D_E S_X S_X D_X$	III	even	Adjacent	0 2	1 1	1 1	1 1	1 1
$D_E S_X D_X S_X$	VI	odd	Alternating	1	1	1	1	1
$D_E D_X S_X S_X$	IV	even	Adjacent	0 2	1 1	1 1	1 1	1 1
$D_E S_X D_X S_X$	V	odd	Alternating	1	1	1	1	1

FIG.2 9

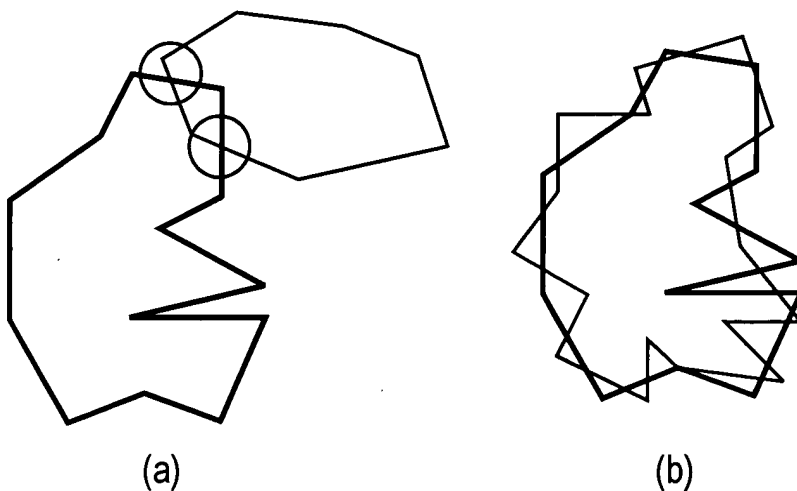


FIG.3 0